

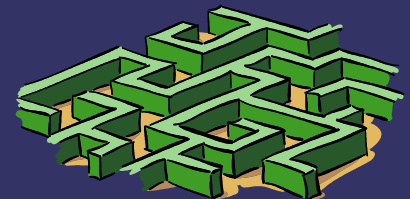
# *Play Test Plan*

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## *Observation*

- ➔ Did the player have difficulty navigating through the game?
- ➔ Is the provided time limit for the time limit mode sufficient?
- ➔ Did the players enjoy the different card designs?
- ➔ Did the players enjoy the game?
- ➔ Were the achievements challenging enough?



## *Questions To Ask*

- ➔ Was it easy to navigate through the game?
- ➔ Do you think we need to add a game tutorial page or is it intuitive enough?
- ➔ Is the time limit for the time trial mode sufficient?
- ➔ What did you think about the game difficulty?
- ➔ Did you like the card designs and were you excited to unlock new card designs?
- ➔ Is the game enjoyable?
- ➔ Are the achievements challenging or are they too easy?
- ➔ What did you like best about the game?
- ➔ How can we further improve the game?

